VIDEO GAME DESIGN MINOR

The Minor in Video Game Design is for students in other disciplines looking to expand their career opportunities or apply game development technology to their discipline. The minor focuses on learning the game design process culminating in producing and publishing video games in a collaborative team environment.

Course Requirements for the Minor

The following courses, or their approved transfer equivalents, are required of all candidates for this minor.

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAGD 170</td>
<td>Video Game Design</td>
<td>3</td>
</tr>
<tr>
<td>CAGD 180</td>
<td>Scripting and Programming for Computer Graphics</td>
<td>3</td>
</tr>
<tr>
<td>CAGD 270</td>
<td>Level Design</td>
<td>3</td>
</tr>
<tr>
<td>CAGD 280</td>
<td>Introduction to Game Scripting</td>
<td>3</td>
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<tr>
<td>CAGD 370</td>
<td>Video Game Development</td>
<td>3</td>
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<tr>
<td>CAGD 375W</td>
<td>Video Game Pre-Production</td>
<td>3</td>
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Select one of the following: 3

<table>
<thead>
<tr>
<th>Course</th>
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<tbody>
<tr>
<td>CAGD 377</td>
<td>Mobile Game Development</td>
</tr>
<tr>
<td>CAGD 470</td>
<td>Video Game Production</td>
</tr>
<tr>
<td>CAGD 495</td>
<td>Advanced Production</td>
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</table>

Total Units 21